



US 20040102245A1

(19) **United States**(12) **Patent Application Publication** (10) **Pub. No.: US 2004/0102245 A1**
Escalera et al. (43) **Pub. Date: May 27, 2004**(54) **3-D TEXT IN A GAMING MACHINE****Publication Classification**(75) Inventors: **Anthony Escalera**, Sparks, NV (US);
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(52) **U.S. Cl.** **463/32; 463/16**(57) **ABSTRACT**

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BERKELEY, CA 94704-0778 (US)(73) Assignee: **IGT**(21) Appl. No.: **10/676,719**(22) Filed: **Sep. 30, 2003****Related U.S. Application Data**(63) Continuation-in-part of application No. 09/927,901,
filed on Aug. 9, 2001.(60) Provisional application No. 60/414,982, filed on Sep.
30, 2002.

Methods and apparatus on a gaming machine for presenting a plurality of game outcome presentations derived from one or more virtual 3-D gaming environments stored on the gaming machine are described. While a game of chance is being played on the gaming machine, two-dimensional images derived from a 3-D object in the 3-D gaming environment may be rendered to a display screen on the gaming machine in real-time as part of a game outcome presentation. The 3-D objects in the 3-D gaming environment may include 3-D text objects that are used to display text to the display screen of the gaming machine as part of the game outcome presentation. Apparatus and methods are described for generating and displaying information in a textual format that is compatible with a 3-D graphical rendering system. In particular, font generation and typesetting methods that are applicable in a 3-D gaming environment are described.

